BG_Paint Department -Welcome

July 25, 2023

Luis/Karen/Carolay

-Welcome to the Elinor Wonder Why Season 2 Background Paint Department!

-Elinor's questions always begin with her observations of Nature, and that's what we'll be painting, her world.

STYLE:

-One of the things that made the first series such a success was the unique look of the EWW backgrounds style.

-The style is more naturalistic, less cartoony and not overly stylized.

-Our background colors are more de-saturated, with the more saturated colors kept for our characters, so they stand out against their background elements. "**Read-ability**"

- **read-ability** just means how we can make the audience see where we want them to look at quicker, so higher contrast in certain areas are important.

-We want a more ==traditional look== so we keep edges of trees and plants a little rougher, and more organic.

-Ragged areas of grass, and water-colored textures in the large areas of the tree foliage.

-* ==**self-trace lines**== for all the shapes in the **middle ground** (**m.g.),** where most of the animation is taking place or **staged**.

-There are no human-beings in Animal Town, so everything in Animal Town and the surrounding forests are made to fit both our large and small animals.
-Doorways, windows, backpacks, beds, etc. The ==**Scale**== of all our characters and how they fit into the backgrounds must make sense.

Design/Layout:

-Design will supply all the PROPS and CHARACTERS, and they've have chosen the colors to best represent them.
-We must **be aware of the colors when making color choices for the backgrounds**, especially those colors and textures behind where the chars are staged.

-Layout will supply the files we will be painting. They'll be at the correct size, pixel count and color space that we need for production.
-They are created for us to open them up and start painting, **so we should never alter/change or scale up or down any of the elements unless first approved by Layout.** If there is any concern about a L/O's readiness, please bring it to the attention myself, or Luis.

-L/O's will include ALL the line work we require, and **we should use their line-work exactly as it appears in the files they supply us. We will not re-draw any lines**, but we will be colorizing them = self-trace.
-*self-trace just means that we make the lines the same color as the shape it surrounds. This needs to be done on middle ground (m.g.) layers.

-The foreground (f.g.) elements will have only BLACK lines around them. These too will be supplied in the layout file.

-The layout file will also have line work on the background (b.g.) level. These are only meant as a guide for us in BG Paint to know where the various shapes begin and end. Because we will have very few lines on the bg level, we must alter the tonal/value range of each object to make it "read". The BG edges can be softer and less defined, but not completely washed out to white.

-The sky in the backgrounds are a very faintly tinted color. Blue/green daytime, purple/blue for night. Winter or Summer does not change this. We may have a sunset, or sunrise that requires orange/yellow.

Color Script:

-we will be heavily referencing Season 1 BG's.
-We plan to have a Color Script page for each episode that will be on Banzai.
- It will have BG's from season 1, some BG "Keys" (w/ orange checks) from the episode,
  and maybe a few photo reference pieces included.
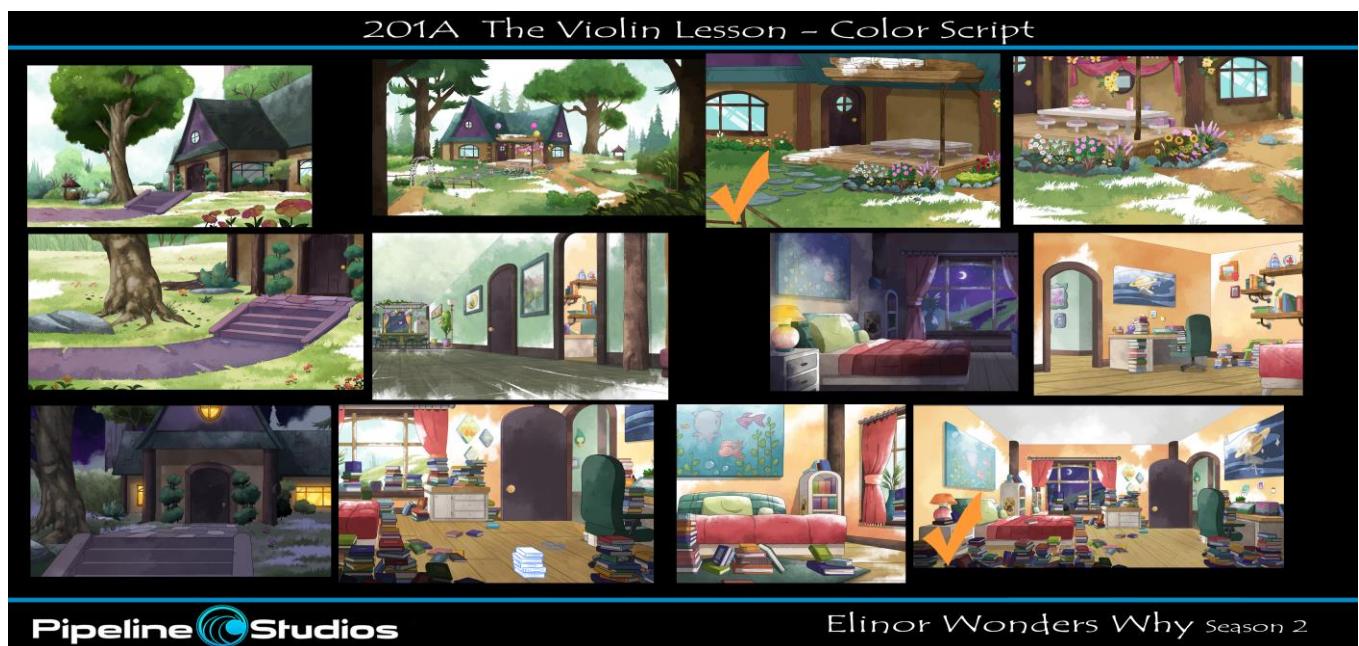
Leica Reel (locked) as Reference:

-Before beginning a BG, the artist needs to ==watch and to know the latest version of the (locked Leica reel), and what the story point is being made in the sequence/scene.==

Locked Leica reels are on Banzai:
-make sure you're on the current EP tab on the top right. (i.e. 201A-The Violin Lesson)
-find **Materials** along the top drop down menu…click on **Materials**
-scroll down to the LEICA banner and look for a "CONF_LOCK" version.
-clicking on this will download it.

Assignments:

-We will try to assign a SEQ of scenes to the same artist, so colors can stay consistent.
-this is so scenes flow together visually or **hook-up.**
-i.e. if a number of scenes take place in the forest around a rotting log, the log's color and treatment should remain consistently the same through all the shots in that scene.
-on Banzai under the ==WIP COLOUR==, each BG is shown in a shell, within that box, the artist assigned to that BG is indicated.
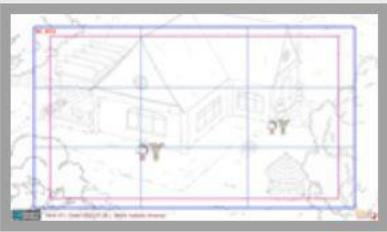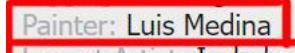
-Know what your scene is about, how the scene before and after it fits with regards to color and continuity.
i.e. ==Check what the season is-(Spring/Summer/Fall/Winter)==
==Check what time of day it is (morning/mid-day/dusk/evening)==

Saving/Creating your files:

-When you are assigned scenes, we should first begin with any <mark>KEYS</mark>, then the <mark>MASTERS</mark>.
-**MASTERS** are indicated on Banzai by Layout.
-Luis or I will indicate BG Paint **KEYS.**
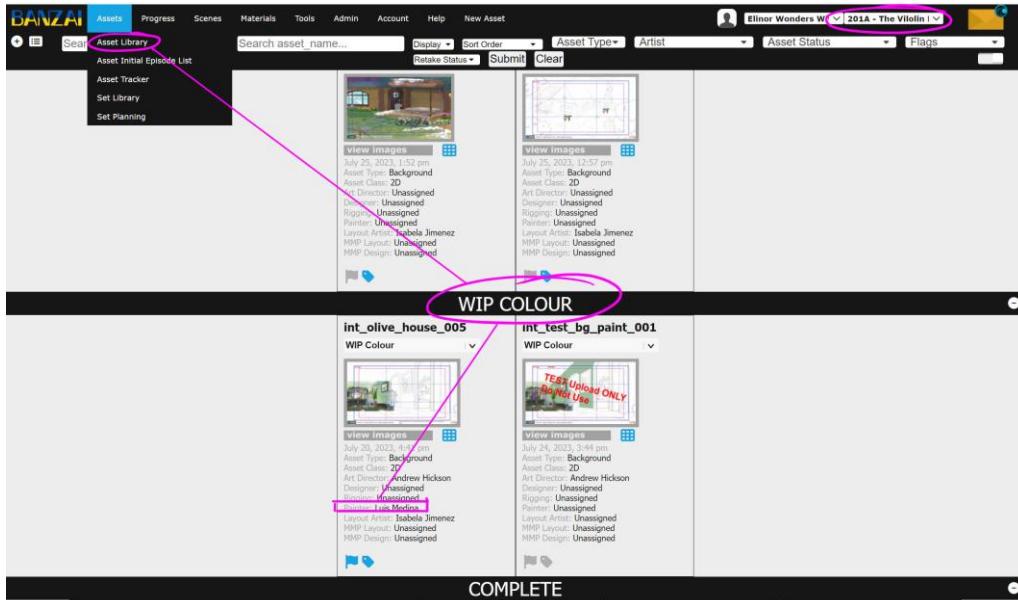
-in **Banzai**, make sure you're on the current episode (i.e. 201A - The Violin Lesson)
-click on the top bar: **ASSETS**
-scroll down to find: **WIP COLOUR**
-next, scroll down to find your scene or asset. (note the name, this is done by Layout, do not change it or version up, etc.
-Open the shell and find the Layout, there will only be one file and it will be labelled simply
 i.e.: int_olive_house_005.psd
-Download and open the file.
-immediately change the REF layer info in the PS file to reflect your name and the correct date along the bottom of the screen, so it shows when we save it as a png.
-Now save your BG as int_olive_house_005_master.psd
-upload/save it back up to Banzai in the same shell you downloaded it from in WIP Color.

*-Keep your PSD files well organized as there may be someone else who needs them, or may need to alter them later. Work within the folders, you can add more if needed, remember to label them for ease of access, but <mark>don't create new folders outside of those that L/O have already created and named.</mark>

-double check to make sure <mark>all the field guides that are in the file have a painted BG that extends to the outer lines….esp. MASTERS.</mark>

Submitting your BG's:

-When you're ready to submit your BG for AD review, save it first as a psd.
(I recommend saving a version of it locally to your computer until the final is approved).

-then save it as a .png file and upload both to the same shell you downloaded the L/O file from.

- change the "status" from WIP COLOUR to **Art Director Color Approval**.

-Do not "version up" your file name...keep the 005 if that's the way it was originally labelled.

- Art Director will review the png file, & add any notes for revisions, or approve it.
-If there is a revision, I will change the status to Art Dir Color Revision. You will see on your Banzai page a note you have a revision in the far right **Comment** section, and probably a "link" that by clicking on it opens up your png that may have a drawOver sketch & notes on it.

If you have revisions, continue using the same file name. As you make the revisions and re-save to Banzai, it will overwrite the older file.
-re-upload the revised PSD and the new png replacing the "poster" image with the newer png
-change the "status" back to Art Director Color Approval.
- save as the "CLEAN" file.
-This is the file that you will be collapsing the layers from your Master PSD file down to the original L/O folders, and ensuring we keep the same names that L/O created.
-upload this as **int.olive_house_005_clean.psd** into the same shell.

- you should now have 3 images in the shell:
1- ==int.olive_house_005_master.psd==
2- ==int.olive_house_005_clean.psd==
3- ==int_olive_house_005.png==…(Banzai will re-name this with more information automatically)

-If there are no more revisions, AD will change the status to ==Director Color Approval==.

-Director will either approve and change status to ==Director Colour Approved==
or ask for a revision by changing the status to ==Director Color Revision==.

-once revised upload again with new png and change status to ==Art Director Approval==.
-Art Director will then re-send to Director for ==Director Colour Approval==.

Once your scene is approved by changing the status to ==Director Colour Approved==, move onto your next prioritized scene (master/key/etc).